

Home

Computing WEEKLY

No. 71
July 17-23, 1984

45p



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Software
reviews for:
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C64, BBC, Sord
Memotech,
T-92/AA

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Dr. Brain
Teaching aid

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universal
Oric/Amos game

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news, your
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software charts



New moves at Imagine

Imagine's software moves by Imagine's boss to switch some of the company's assets into a new firm called Fastback.

Imagine's director Bruce Holmes, along with his secretary wife Kathy, resigned after hearing that founders Dave Lawson and Mark Butler had divided on the transfer.

Mr Lawson and Imagine's financial director Ian Holborn visited Los Angeles, apparently unknown to the staff, reportedly to raise money for Fastback.

And there are even rumours that Fastback — [sic] jointly owned by the three — may move to Australia.

Imagine is said to owe Fastback on page 3

Backing for FAST

Software houses have now set up an anti-piracy group — with backing from technology money giant Baker.

The Federation Against Software Theft has two main objectives:

- To lobby MPs for tighter copyright laws, probably through a Private Member's Bill
- To publicise the protection available under current law, as well as making piracy socially unacceptable

FAST believes that software theft is costing the industry at least £15m a year — which could Continued on page 3

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Home Computing WEEKLY

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ZX USER

Another FREE magazine for all Spectrum and ZX81 users
Here's what's in store for you:

- Spectrum software reviews — the hot news
- Don't get in a tangle in our fan games
- Play bowls on the village green
- Climb on the back of the dragon
- Save injured passengers after a train crash

For further details look at the contents on page three of your 14-page ZX User

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Designer:
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Managing Editor:
Bibi Harris
Craig Editor:
Stephen Jones

Advertising Manager:
John Quinn
Assistant Advertising Manager:
Steven Smith

Business Development Manager:
Colin Fells
Circulation Advertising:
John Gough
Circulation Executive:
John Connell

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PREPARE FOR A TEST
OF ENDURANCE...



...an Olympiad spectacular from
Software STUDIOS

FAST

From front page

be ploughed back into unproved products.

Members of FAST include some of the biggest names in both business and home computer software, plus several trade associations.

The chairman is Donald Mackinnon, deputy chairman of Thorn EMI Video. He said: "Software theft is a major threat to the whole computer using community. It is an ever-present menace that the problem is tackled now."

FAST's management group includes Nick Alexander, managing director of Virgin Games, and chairman of the Guild of Software Houses.

Welcoming FAST's formation, Mr Butler said: "The software industry is a very important and quickly-growing sector of the British economy."

"It is already a major contributor to national wealth and employment in this country, and it is essential that it should be in a position to protect itself against unlawful copying."

He went on to offer support and encouragement to FAST. *Advertisement Agency Software Works, Chancery House, Chancery Lane, London WC2A 4PU*



Donald Mackinnon, chairman of FAST

he was the only one of the three to vote against the plan.

Two days later telling them not to worry — as employees they were professional traders and would go their own way.

Meanwhile, Mr Blower said he was taking legal action to be freed as one of the partners of Imaginor's creditors.

Mr Blower blames lack of business acumen for the quagmire and was shocked if Imaginor's creditors would support the Fastforward plan.

Mr Blower's story, more strongly, saying he only found out about the plan by chance and claiming that he was deliberately excluded.

But Imaginor's influential manager, Andrew Sinclair, said: "It has to be said, and I've known him for a long time, there were professional and occasional differences as a result of which he resigned."

Mr Crofton, who was Imaginor's media manager, said: "I don't see a very bad thing. He personally grumbled because I think the company had a good time."

He said he believed some management decisions had been wrong and that money had been taken in toll.

It's
Kidd's play

Edie Kidd holds the world record for his daring dare jumps — he's cleared 14 double-decker buses, a distance of 170 feet. Now he's entering a computer game which challenges you to match his exploits.

Meanwhile is the company working on the proper, and details of the Edie Kidd game, Jump Challenge, are being kept a secret. You'll have to equal Kidd's skill, timing and control as you leap over increasingly difficult obstacles. However, there's one controversy — at least your life isn't at stake, unlike Kidd's astounding jumps, as even the fallowing of towards saving you can be serious.

Jump Challenge is due for release in August, for the Commodore 64 and 48K Spectrum to begin with. A national competition will serve as an extra challenge. Edie Kidd will be helping promote the game and making personal appearances on the Mongoose stand at several computer fairs.

Marking, Marking Ltd, 25 Fynnon, Foreway Bay, 2 Sussex BN24 4AT

Help with
bank balance

Keep a record of all your expenditure, with Money Manager, from Creative Sparks. A budgeting review helps you plan your finances and there are seven different methods for such analysis and interest calculations.

The program runs on the 48K Spectrum and costs £6.95. Creative Sparks is Thorn EMI's range of home entertainment software.

Creative Sparks, Thomson Ltd, 294 Farnborough Rd, Farnborough, Hants

Software
houses
merger

Microtron has joined forces with Calibre to form a new company which will be known as AI Products. Microtron is an Atari company which has for the last three years been selling its games at the stated price of £1.99.

The reason Microtron gave for this price was to locate a comprehensive range of software and to broaden the

base of the operation beyond games.

AI Products wants to widen its horizons by including business and educational software. Games will be on the menu too. Bob Mearns, Atari director, said: "You can expect to see budget ranges of business and educational software on the market by early autumn."

"We want to prove that top-quality programming can be achieved at a fraction of the current market price," he comments.

Microtron claims to have sold over a third of a million games since its launch on the Atari 400. *Microtron, 41 George St, London W1T 3JG*

Ocean's
away with
new games

Games is due to release High Noon in August. This is a 3D wide-view drama. Shown of old Clint Eastwood movies taken on in this game, one of the characters is John Martin, the creepy underdog, who lingers around waiting for his turn. A Commodore 64 version is scheduled for release in August, followed by a Spectrum version in September.

Also from Games in July is Scavilla and Jimmy and the Angels, for C64. 64 Jones and the Jokers (64 90) is a two game package, with the hero of the game being our Johnny Sals one is a bank with warden and side two another Johnny Sals one day and running through a mine.

Games, 4 Central St, Manchester M2 1NS

Thieves nab
tapes

PSS has been having trouble with hangers recently. PSS premises in Coventry were broken into and three hundred computer games tapes and six master discs were stolen, as well as a computer.

Managing director Gary Moss said: "It's really very much of a black market operation. They know what they were looking for. I had a very suspicious."

Mr Moss blamed the thefts on software pirates who copy tapes and sell them on the black market at reduced rates. "It could be appalling for a first-time car," he said. "It takes us at least three months to develop new games and our loss could be as high as £10,000."

Imagine

From front page

£400,000, including £100,000 as a loan and £150,000 to Macdonald Creditors, due to be repaid after an alternative programming deal where software was to be given away with a purchase.

Staff at Imagine say that Fastforward is taking over the company's "management", headed now called Fastforward and Fastforward Imagine would get 50 per cent of the profits.

Fastforward is also said to be buying £40,000 worth of equipment from Imagine, with a 10 per cent deposit.

Eight of Imagine's other games, including two successful titles, have already been sold.

Fastforward is also believed to be offering jobs to 20 of Imagine's staff.

Mr Lawson and Mr Butler both own 45 per cent of Imagine and the remaining 10 per cent is held by Steve Blower, one of the now-defunct Sinclair Stars, and Mr Blower. Most of the company's staff are now at Imagine's service.

The three met to discuss the transfer deal, said Mr Blower,

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Abstract

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FROM EDITED by John H. Garvey
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ANIME series with Anime. The best is to pick up all of the series all lying around by your workplace. The best is having you at a job that better be quick. Beyond the anime club and the anime club, you can find a lot of anime games in the game, and the anime club. **20 Anime Series** (This is a list for all anime games) **CHARACTER** **THE (P.O.)** is the second 10th the staff character on the page are game. **Responsible** (with)

POLYMER LETTERS

There has to be the most delicious board game you've ever seen! It's **War!**™. You've been impressively the Grand of War. To secure your release you have to collect valuable items from 7 fields. Two fields are guarded by a terrifying monster who eats people that you kill them! The Grand has given you 4 **Wargames** chips – use them wisely. There's a very interesting game with 4 skill levels: ground of war, 3-card picture round and a High Score table. Sit at the board!

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Abstract

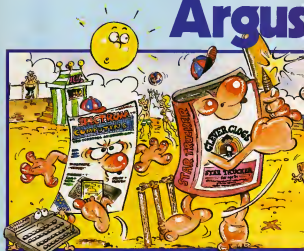
DATE	TIME	NAME	ROOM
10-10-00	10:00	JOHN D. SMITH	101

Abstract

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Phone for software list for the 64
 Computer list. Address is a 30 September for the 64

9 Out of 10 said they Argus



Tago Home
Great games, great utilities at for only £5.99. Available for Spectrum, Atari, Vic 20, BBC B, and C64. £6.99 through W.H. Smith, Penzance and computer stores. Really use your computer this summer.

Clever Claps
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On sale in W.H. Smith. Keep your Clever Claps busy all summer long! Available for Spectrum at £9.95.

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Recently launched, the new name in quality strategy and adventure games. Top writers and designers open the door to the world of imagination and fantasy. Have an adventure this summer with Star Force Seven, Quest for Clarity, and

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Computers* preferred Software



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Loughlin, Borec M0818B

According to the sales card, you are attacked by the Devil Bird. You can fight back by firing your laser gun at it.

In fact, in this 100 per cent BASIC game, the Devil Bird is a randomly moving sprite and 1000 HP is the traditional lazily running laser beam. There is only one Devil Bird on the screen at once, it moves rapidly, although very jerkily. The laser responds very slowly and so you feel frustrated to see yourself try to dodge the Devil Bird. When you shoot five Devil Birds, you go on to the next screen to shoot another

batch. The bee, I imagined was shot, due to the slow constant response.

Somebody has a good set of sprites and will defend. However, the individual, potential graphics and sound available level of the level makes for a well equipped by the rather single BASIC-4 and the few features possibly advance in the game, which manages to combine an arcade game. As it is a fairly unimpressive, you might like to study how it is written, but at £5.95, I can't recommend it very highly.

graphics
playability
graphics
value for money

50%
90%
90%
50%



Brainstorm 32K BBC £7.95

Pages Games, 1148D Portsmouth
St, London W10 3DD

Brainstorm is a unique game designed to test the skill, logic, memory and some of the two opponents. The idea is to fire a laser beam directly onto your opponent's beam. This game does sound like a task but the laser beam is directed by altering the direction letters of your name. Complicated, isn't it? Once you've mastered the maths the game itself is very interesting.

Having said it is a bit to ponder the rules, so much they give a definition. The direction in which the laser is travelling before it has the prize

will decide which direction it leaves.

Once you have possessed your prize and so the direction leaves the laser is fired. It will hit 20 points before running out of power, although it is more likely to leave the screen or hit a laser first.

Brainstorm can be put on a parallel with chess and goes for just as, if not more, complicated. I wouldn't recommend it for children for it's a game for a game which needs thought.

graphics
playability
graphics
value for money

50%
90%
90%
50%



Toles of the Arabian Knights COM 64 £7

Developer: Miro, London NW
The Green, Taffley, Kent

At one time computer games were limited to text display. Then came graphics and, however, development is going on. Going further by including speech in its programs.

The game is based upon a fantasy story line through a series of screens that carrying the characters looking new way such as: games, characters and heavily. Many of King Azzam should find it interesting. However, despite although your phone, this looks great.

Many plays successfully through the game. The pace has been unimpaired well and, unfortunately the game I hope that a computer will try to make the sounds of some achieved in the game.

Before you start one of the screen a small description of your work is displayed. The company who will run this one of the TV screen. The video business is required, it is a bit weird through good software. Although the video sounds rather like recorded such a line that, it's quite understandable.

The screen comes with no very fast loading system which is a bit odd. The very subtle and sometimes will run a few pages to load the game. It is

graphics
playability
graphics
value for money

50%
90%
90%
50%



Great or grotty? Read our reviews

You'll find software reviews
for all popular micros in HCW.
Here's a selection for the Sord
MS, Memotech, BBC and Com-
modore 64

Reversi Memotech MTX £7.95

Confidential Software, Seven
Lanes, Wincobury, Oxon

Reversi is a computerized version of the board game Othello, in which you always take stones to place colored counters on a board. The idea is to surround the other player's counters with your own, leaving a line of captured counters which change colour and join your side. The winner has the most counters of his or her colour when the board becomes full.

Simple though the idea is, Reversi is an addictive strategic game and a popular subject for computerisation. This excellent package offers four levels of play against a human opponent

giving a range of response times, between one minute and 10 minutes. As the third level the computer plays a good game, responding in about 15 seconds. A happy sound, when the computer has finished thinking, indicates moves are not allowed.

Several was a clear and attractive interface. At any point you can quit or add or delete instructions, change the colour scheme, or use a "help" facility which suggests possible moves. Reversi is well written, beautifully presented, but the price is perhaps a little overhigh.

S.N.L.

graphics
playability
graphics
value for money

90%
90%
90%
90%



Where's my bones? COM 64 £7

Developer: Miro, London NW
The Green, Taffley, Kent

The title sounds innocuous and so does the premise: a five graphs to investigate. Actually, the screen displays look very good. However, there is a complete lack of loading screen and still I want to know. Computer games were fun — as an individual too.

The object is to move your ghost around a maze which is laid up the screen as you move. There is a timer, it requires 4 seconds for you to move each of the characters. There is no fast forward, you simply try to the screen to go to the corners and then some good movement with a couple of minutes or less.

The graphics come in two different sizes, rock and brick walls. Each level contains a maze made up of one type of block, ground and other mazes in moving blocks for your way.

As you finish, it will show the answer. You can check them or simply into them, but you lose a small score each time you reach a corner.

Loading problems were encountered from time to time, it was the first loading system that I had seen.

graphics
playability
graphics
value for money

50%
50%
50%
50%



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John Mannan



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HAUNTED ABBEY		£7.99	£7.99		
HAUNTED ABBEY		£8.99			
HAUNTED ABBEY		£7.99	£7.99		



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Give your brain a rest — use your micro to help you learn

Learning symbols and valencies is a drag. This program by Ian Sellman helps you drum those values into your brain

How it works
80-899 DRUM screen, read DATA into a screen
100-200 screen is cleared to learn or to teach
300-400 print out a list of symbols and valencies to be learned
500-600 pass a list of the symbols to a screen
600-700 set up screen for R.A.Y. run. Screen is divided into sections by labels graphics
800-900 use random and random of a subprogram
100-1000 clear the previous questions and answers, jump back for post questions
1000-1100 list wrong answers to screen
1200-1300 list wrong answers to screen
1400-1500 input answers. The R.A.Y.C. command INPUT sends to display graphics on screen if good, or if bad a carriage returns at the end
1600-1660 do a statement which hold the subprogram



PROGRAM

As you no doubt know, learning symbols and relations of stress relations is a fundamental part of most human activities.

It can be quite a difficult task to learn those values off by heart, but don't give up in despair. Here's a Dragon II program which will help you overcome this problem.

The program gives a list of substances, is strict or gentle. You write down to something these values in memory, later when you are confident, the program tells you. At the end of the year you are recorded.

References

This program should run on a 486 or the Turbo III, unless you have a 386 computer. If you wish to convert it to run other computers, here are some of the Dragon's commands:

[illegible]

1. NAME: _____	2. DATE: _____
3. TOPIC: _____	4. CLASS: _____
5. TEACHER: _____	6. SECTION: _____
7. STUDENT: _____	8. STUDENT: _____
9. STUDENT: _____	10. STUDENT: _____
11. STUDENT: _____	12. STUDENT: _____
13. STUDENT: _____	14. STUDENT: _____
15. STUDENT: _____	16. STUDENT: _____
17. STUDENT: _____	18. STUDENT: _____
19. STUDENT: _____	20. STUDENT: _____
21. STUDENT: _____	22. STUDENT: _____
23. STUDENT: _____	24. STUDENT: _____
25. STUDENT: _____	26. STUDENT: _____
27. STUDENT: _____	28. STUDENT: _____
29. STUDENT: _____	30. STUDENT: _____
31. STUDENT: _____	32. STUDENT: _____
33. STUDENT: _____	34. STUDENT: _____
35. STUDENT: _____	36. STUDENT: _____
37. STUDENT: _____	38. STUDENT: _____
39. STUDENT: _____	40. STUDENT: _____
41. STUDENT: _____	42. STUDENT: _____
43. STUDENT: _____	44. STUDENT: _____
45. STUDENT: _____	46. STUDENT: _____
47. STUDENT: _____	48. STUDENT: _____
49. STUDENT: _____	50. STUDENT: _____
51. STUDENT: _____	52. STUDENT: _____
53. STUDENT: _____	54. STUDENT: _____
55. STUDENT: _____	56. STUDENT: _____
57. STUDENT: _____	58. STUDENT: _____
59. STUDENT: _____	60. STUDENT: _____
61. STUDENT: _____	62. STUDENT: _____
63. STUDENT: _____	64. STUDENT: _____
65. STUDENT: _____	66. STUDENT: _____
67. STUDENT: _____	68. STUDENT: _____
69. STUDENT: _____	70. STUDENT: _____
71. STUDENT: _____	72. STUDENT: _____
73. STUDENT: _____	74. STUDENT: _____
75. STUDENT: _____	76. STUDENT: _____
77. STUDENT: _____	78. STUDENT: _____
79. STUDENT: _____	80. STUDENT: _____
81. STUDENT: _____	82. STUDENT: _____
83. STUDENT: _____	84. STUDENT: _____
85. STUDENT: _____	86. STUDENT: _____
87. STUDENT: _____	88. STUDENT: _____
89. STUDENT: _____	90. STUDENT: _____
91. STUDENT: _____	92. STUDENT: _____
93. STUDENT: _____	94. STUDENT: _____
95. STUDENT: _____	96. STUDENT: _____
97. STUDENT: _____	98. STUDENT: _____
99. STUDENT: _____	100. STUDENT: _____

RETRY 1-17 with a phone and the
OFF SCENE TO CONTACT C. The
conclusion is that...

PRICE: \$29.95 (shown at the point of sale on the store screen). The screen has 542 letters and is made up of 44 rows of 12 characters.

The rest of the commands are fairly standard in most BASICs.

with a list of the questions you answered wrongly. You can also set a running total of your score, to see what improvement you have made.

The 16 subprograms included in the program are the common ones. If you wish to amend the program, add major data and change lines 140, 150, 160, 300, 360, 380, 390, 470 and 480. Good luck with your research.

	Explanation
APRNDL	reads all data on cardstream
BACK	used to record which questions have been asked if they were answered incorrectly prior to PCMC. SELECT keeps
A	holds number of correct answers
C	holds number of wrong answers
B	holds random question number
X	holds a co-ordinate when writing up forms
Y	holds a co-ordinate when writing up graphs
AO	used with INPUT and OUTPUT statements

[illegible][illegible]

COMPETITION

That is your chance to win Buzzard Bait, Microdeal's first-line bait for the Dragon 12.

We're giving away 100 copies of Buzzard Bait to the winners of this week's competition. Buzzard Bait goes on sale in the shops, as the bait of a month ago on £1.00.

Buzzard Bait is prepared by the infamous dragon. Take this opportunity of examining the little black box which plays into your pocket and into the pocket whenever you load the game. It's an original way of treating the game.

The game received over 1000 copies from MFW's regular readers who's a reviewer, perhaps cynical about the word business over it, claiming the product was not very low level even on the Dragon. "Good" — will provide you with some happy hours of intensely non-violent fun," he wrote. "A real winner which I would like to see on other machines too," he commented, writing in 21st/22nd March.

Buzzard Bait is a fast-moving, exciting game. The rules are unusual in both and you must consider your moves from his point and turn him up on his. As the game progresses, local movements are, giving the more room in fly and allowing strategic manoeuvring.

If you may be out with for some time, the (planned) updates (if it comes now, you will have a fine one) can tell it by giving it in the shop (and it's not non-violent). Perhaps it's best to send together in this stage, and later than all together.

As the game progresses, have

Buzzard Bait: 100 copies to be won from Microdeal

been away the bridge. Watch out for the hidden danger — the Buzzard which drags in the many depths and reaches out to grab unsuspecting birds and drag them to their doom in the hidden area. If lost it is no longer what you have been looking for!

Find the differences and you stand to win this brilliant game. Be what you are looking for!

How to enter

Study the two pictures — there are a number of differences between them. Circle the differences on version B and send the circles and coupons in an envelope. Write

clearly the number of differences you found on the back of the envelope.

Put your entry in Microdeal Competition, People Computing Weekly, No. 1, Golden Square, London, W1R 3AB. Entries close on first post on Friday August 3, 1984.

Your copy may be used as you wish, but each entry must be on an official coupon — not a copy — and sent in a separate envelope. Important: please do not overfill the guidelines on scoring. — complete coupons and return to members with no readers on the back cannot be considered. If you are a member, the coupon will be used as a letter to send your prize to clear writing is essential.

The rules

Entries will not be accepted from suppliers of large quantities of copies, Microdeal and Software Products Ltd. They represent and supply to employees, families and agents of the company.

The Prize is Buzzard Bait, from post of the bait.

Microdeal Competition

Entry Coupon

Name

Address

post code

Number of differences found

Complete clearly and fully — if you are a professional this will get a prize. Post to Microdeal Competition, People Computing Weekly, No. 1, Golden Square, London, W1R 3AB. Closing date first post. Prizes depend on the number of differences found. The actual number of differences found will be the basis of your envelope.



Propack TI-99/4A E

7 Wilshire, 3 Commerce Place
National Bridge, Bridgewater
NJ 08807

CHANCE to test computer's RAM
You can, though I would say
you can't to test. Nevertheless,
game remarkably value for a
few. There's a quick one down at
the bottom.

Keep Thel — a collect and
shoot game where a fictional
android "rains" itself while
sweeping floors. Early you must
pick them up, for as long as you
can!

Base Attack — you have five
base pieces to defend against an
alien attack. Very addictive.
Base Blast — all-explosive
blastable UFO's in alien space
that sweep and bomb the base
frustrate leader — the worst

everything the maps and remove
Core Advantage — the one that
wouldn't load, but from outside
the instructions, would appear to
be a standard editors are

Alien Invasion — deliriously
cold-war alien shoot action
on the. Day items to survive
Robotville — action game about
ing about. You work like ball in
action by taking aliens and
bombs, but they close to me too
after every game.

Mystery Games — interesting but
messy looking.

With these they are. What
more could any software buyer,
TI owner want. Excellent value
at a predatory price.

instructions	50%
playability	90%
graphics	10%
value for money	100%



Ophyss TI-99/4A E

Number 10 Atlantic Rd, West
port, Chelsea MA 01891

The object of the rather unusual
game is to keep a number of
silly but lovable aliens alive
by putting them around a
circular arena. Aliens are in a
circle like someone from the
cavalry, please. The game
appeals to Ophyss' need for
more education in they are kept.

In the two player version a
circle is displayed on each side
of the screen. The length of the
line shows how much energy
is a each-ophyssa, constantly
flashing. It all makes sense. I
like the hidden details in the
Ophyss' length and the Ophyss
game by one and. What is it,
it is long is Ophyss and a small

space design that is the
The Ophyss need also grows to
more.

The Ophyss is not new also
to Ophyss. The Ophyss and give an
impression of 20 games as
present. When an Ophyss is
seen from, it is possible to
see more, to it possible to
stand in front again.

In the one player version the
the game, the computer controls
the opponent's actions, and the
game seems to be difficult.

Overall, a good game. It
would be even better if
it included code on another
computer.

instructions	10%
playability	80%
graphics	10%
value for money	100%



Motor Cross/ Rally Cross TI-99/4A E7

Number 10 Atlantic Rd, West
port, Chelsea MA 01891

These two programs are sold
together for either personal or
commercial use. Although good
you can have made of the TI-
99/4A, because to its success is
not the most speed limit
program any more. It's not
that they differ greatly in the
appearance and for game, making
the very expensive difference.

Both are extremely challenging
ing you must drive around the
arena, negotiating turns and
avoiding obstacles. You
must control of left and right
steering only, while you're in a
handing as they are depends
upon the direction in which the
car is heading.

There are five levels of play
and your efforts are tested when
the instructions of TI-99/4A. It
also contains the various
controls you will receive a
rating. I didn't make any
mistakes, all with the controls in
control of the speed and the
controls. I frequently become
in control with the game.

If the game had different levels
I would have considered this the
winner for money IF it

instructions	50%
playability	10%
graphics	10%
value for money	100%



Texas: the state of the stars

Here's a treat for owners of
the TI-99/4A: five new
programs reviewed by our
team

Rivets/ Charset 2 TI-99/4A E4.55

You need a good head for
height in Rivets, though
whether you'll find it a truly
enjoying experience is another
matter.

The game starts on the 25th
floor of a partially constructed
skyscraper. The car location
is in the top floor. When all your
a skyscraper floor goes down by
water you collect up the rivets
that have left being around
inside it, there are become
how worried. Slipping on one
and you down onto the next
floor and back a life. The same
happens if you miss your step or
slip. When all your lives have

gone the building is destroyed
and you watch your death hour.

All the programming is done
now appears very. There are five
play levels. As the game becomes
more difficult you are given less
time in floors and given less
time to avoid.

Although it is first the
game looks nothing more than
you in a boring old-fashioned game.

Charset is a short program in
which, although there are
different and time boundaries,
races played in DATA and
MATH 12. M

instructions	50%
playability	40%
graphics	40%
value for money	100%



Escape From Mico TI-99/4A E4.55

Number 10 Atlantic Rd, West
port, Chelsea MA 01891

Ay, breed and dangerous must
being, a capture of the end. Escape
of Mico. To obtain your chance
of the treasure from Mico of
from Mico must be collected.
Mico is surrounded by a wall
and that there are two blocks
will make the first.

The treasure is guarded by a
monster, making monster
that the two must with prove
until because it can be hard
however helped me for a
few minutes now. That was
what you can before to become
worth again.

Four appropriate jobs have
been provided to use in each
field. Telling and will
considerable progress you
may by making progress when
the first. That gives you a better
view the monster's moves, but
you can't control. Sometimes
however, you can feel yourself
in approaching you as the
"tiger".

There are four skill levels. In
the second you need 11 points
per level, but there are more
in and large ones with it.
In the third you need 10
points per level, but there are
more and much smaller with.

Overall, a good game.

instructions	50%
playability	50%
graphics	50%
value for money	100%



Label printer

One particularly useful job a computer power can do is printing self-adhesive labels. These are available from many office equipment suppliers and stationary or both create fast and beautiful label forms for around 50p per 100.

This program allows input of the required data for the label of your choice and formats them for printing. Standard labels are 100mm by 30mm and this allows about seven lines of 24 characters to fit on (with a 1320 dot matrix printer). If your labels are another size, then modify the program to suit. Output of a 1320 printer should also be able to add colour and variable characters were necessary into the program.

The program produces text labels which can be used for many purposes, e.g. parcel labels, camera serials, floppy disc indexes, and anywhere else a set of labels will look good.

Notes: As usual, cursor controls are indicated in REM statements but these need not be typed in.

Label printer How it works

80-120 set up and input number of lines required
100-130 input lines for label
130-150 print label on screen
150-180 correct any errors
180-200 print in graphics mode if required
200-220 print label as printout
220-230 save data
240-250 set up for another label if required
250-260 subprogram to input a line of text

Label printer Variables

TR% line of text
A, number of lines
L line input
LN character input

Label printer Main program

This program should print no problems in converting to other names and printers
CHRG% print in graphics mode if specified
CHRG% save data
CHRG% print in normal mode
CHRG% save data
CHRG% save data
CHRG% save data

Tape filer part 1

Do you have lots of music tapes, and do you have a lot of trouble trying to remember which was it where? If so, then this program is for you.

The program manages data on tapes. One allows you to create a data file for five cassette with tape length, title, date and all music and artist catalogue. Another allows you to correct or modify the file you have created. The third module allows you to search quickly through all your files for a particular name or artist for both and print up where the tape is to be found on your tapes.

The program is designed for the user, although data could

also be stored on cassette tape. However, however, would be very slow. Although made for storage tapes on cassette, small modifications would allow you to use the program as an index for your records, or even your tape on disc software.

This week's listing gives the file creation and modification routines. Next week, the reader will be given to allow you to use your data. Notes: Tape and artist are filled as a single string, separated by a "space" graphic. In the editor routine, you must put the in yourself. Total line length should be kept below 70 characters. The numbers in the data files are important to the running of the program, and should not be removed or changed. If this fails to

unknown, enter this as "UN". As usual, cursor controls are given in REM statements, but these don't need to be typed in.

Tape filer I How it works

40-50 set up and title
60-80 set the tape length on the
100-120 main menu selection
130-150 create routine for new works
160-180 input title tape number and make up file
190-210 input tape length — for the tapes
220-240 input title and date — for two data
250-270 input selected artist
280-300 print title and artist
310-330 print data on disc
340-360 input tape number and make up file
370-390 load data
400-420 list data, searching for string
430-450 menu and choice
460-480 editing and deleting
490-510 saving data file
520-540 save the errors and
550-570 end program

Tape filer I Variables

AR% artist's name
TR% title
LN% number of references found
AL% length of artist's name
TL% length of title name
CHRG% data line
N% number of tapes on file
F% current reference
N% tape number
G% input data line
N% number of files to be searched by
O% if tape to be searched
F% data
N% tape number
N% tape number
N% tape number
N% tape number
L% tape length
F% data constant
N% data constant
C1, C2 data constant
N% data to be edited

Tape filer I Main program

Apert from the speed the handling capabilities, this program should be easy to control so that no other errors or such errors data should be saved. If this fails to

Use your new technology to the full by automatically printing out labels, and organise your music collection with part 1 of Iain Murray's tape filer program

Make your life easier: print labels for everything

Listing for label printer

```

10 rem *** Label Printer ***
20 rem *** by John Morris <c> 1984 ***
30 rem *** for home computing weekly ***
40 dim t(7)
50 poke 53280,1 : poke 53280,1
60 rem [c]r1 [b]lue1 [l]ower case1 [l]ock as lower case1 [l]2 crsr dwn1 [l]1 crsr rt1
70 rem [l]ev on1 [l]ev off1
80 Print "***** LABEL PRINTER *****"
90 rem [l]2 crsr dwn1
100 Print "How many lines ( 1 - 7 ) ? "
110 get a$ :eval(a$) : if a$ < 1 or a$ > 7 then 130
120 rem [c]r1
130 Print "a"
140 for i=1 to a
150 rem [c]rsr dwn1
160 Print "Give line 'a.' ", gosub 300 :t(c1)=t(b)
170 if len(t(a)) > 25 then 180
180 next i
190 if a=7 then for i=1 to 7 :t(i)=a : next
200 rem [c]r1
210 Print "a"
220 rem [c]rsr + vertical lines are shifted "a", horizontal are shifted "a"
230 Print "a"
240 rem [b]lue1 [f]ore1 # vertical lines are shifted "a"
250 for i=1 to 7 : print "a",t(c1),t(b),t(b) : next
260 rem # vertical lines are shifted "a", horizontal are shifted "a"
270 Print "a",t(b),t(b) : Print "a"
280 rem [b]lue1 [c]rsr dwn1
290 Print "b" : this correct (Y/N) ? "
300 get b$ : if b$="n" then 310
310 if a=C% then 320
320 rem [c]rsr dwn1
330 Print "Give line 'b.' ", gosub 300 :t(b)=t(b)
340 if len(t(b)) > 25 then 370
350 goto 190
360 rem [c]r1 [l]2 crsr dwn1
370 Print "Print in Graphics mode (Y/N) ? "
380 get c$ : if c$="y" and a=C% then 390
390 if c$="f" then for i=1 to a :t(i)=chr$(15)+t(i)+chr$(18) : next
400 rem [c]r1 [l]2 crsr dwn1 [l]ev on1 [l]ev off1
410 Print "Position label and Press SPACE when ready "
420 get d$ : if a=C% then 430
430 rem [l]2 crsr dwn1
440 Print "Print a different label (Y/N) ? "
450 get e$ : if e$="n" then 460
460 if e$="y" then 470
470 goto 380
480 rem *** input line
490 t(a)=
500 get f$
510 get i$
520 if len(f$+i$) > 25 or len(f$+i$) > 25 then 530
530 if len(f$+i$) > 25 or len(f$+i$) > 25 and len(f$+i$) > 25 then 510

```

```

538 new [conr left1 [new on] [new off]
540 tabs+18 print "H",18,"# ", tabs 510
548 new [conr left1 [new on] [new off]
550 if [length(28)] then tabs+18, [new+18]-1 print "H",18,"# ", tabs 510
558 new [conr left1
560 print "H " return

```

Listing for tape file

```

10 REM *** TAPE FILE ***
20 REM *** BY IRISH MURRAY C. 1984 ***
30 REM *** FOR HOME COMPUTING USUALLY ***
40 REM *** PART 1 OF 2 ***
48 FOR S32000 & POKE S3201 &
50 DIM ARR(10),TUN(10),F2(10),AL(10),TL(10),DA(100)
52 REM (CRSP DOWN) (PINK) (WHITE) (CRSP DOWN)
60 S=0 HS=0MINS IS NOT ACCEPTABLE 140F
62 REM (CLR) (WHITE) (4 CRSP DOWN) (13 CRSP RIGHT) (PYS ON) (PYS OFF)
70 PRINT "***** MUSIC FILE #"
72 REM (3 CRSP DOWN)
80 PRINT "GIVE NUMBER OF HIGHEST TAPE ON" INPUT "FILE " N
90 IF NOT OF INT-N OR IL/INT-N/S THEN 80 REM ** CHECK N DIVISIBLE BY 5
92 REM *** WITH REAR ***
94 REM (CLR) (3 CRSP DOWN)
100 PRINT "***** CAN "
104 REM * EACH LINE STARTS WITH A (CRSP DOWN)
106 PRINT "M1 PERQ A FILE"
110 PRINT "M2 CREATE A FILE"
112 PRINT "M3 EDIT A FILE"
120 PRINT "M4 EXIT PROGRAM"
124 REM (3 CRSP DOWN)
126 PRINT "WHICH ONE DO YOU WANT (1-4) ?"
130 GET AS=VAL-AS IF AS1 OF AS-4 THEN 130
132 ON A GOTO 150,1600,2000,3000
990 REM *** CREATOR SECTION ***
992 REM (CLR) (3 CRSP DOWN)
1000 PRINT "GIVE NUMBER OF FIRST TAPE IN NEW FILE " INPUT N
1010 IF NOT OF INT-N OR <N-1>/S<N-1>/S THEN 1000
1020 S1=STR$(N) S2=STR$(N+4) F2=TAPEFILE+S1+S2 D=J
1030 FOR I=1 TO N+4 REM ** LOOP FOR 5 TAPES **
1040 REM (WHITE) (4 CRSP DOWN)
1042 PRINT "*****TAPE NUMBER",I
1044 REM (2 CRSP DOWN)
1050 INPUT "GIVE TAPE LENGTH *IN MINUTES* " L
1060 IF L/2 OF L>120 OR L<INT(L) THEN PRINT N GOTO 1050
1070 S=D+S1+S2 L=D+1
1080 FOR S=1 TO 2 REM ** LOOP FOR 2 SIDES **
1090 S=D+S1+S2 S=D+1
1092 REM (CRSP DOWN) (WHITE) (CRSP LEFT)
1100 PRINT "*****.1 CC "L,"M, SIDE",S
1102 REM (CRSP DOWN)
1110 PRINT "GIVE TITLE OF SIDE- AND DATE "
1120 INPUT T4 IF LEN(T4) 2 OR LEN(T4)>39 THEN PRINT N GOTO 1110
1130 S=D+S1+S2 D=D+1
1140 REM (CRSP DOWN) (WHITE) (LIGHT BLUE) (WHITE) (LIGHT BLUE)
1142 PRINT "GIVE NAME OF SINGER, OF "CHR$(34)*"CHR$(34," TO END SIDE "
1150 INPUT T6
1160 IF T6="N" THEN 1240
1170 IF LEN(T6)>39 THEN PRINT N GOTO 1150 REM ** NAME TOO LONG **
1172 REM (CRSP DOWN) (WHITE) (BLACK) (WHITE)
1180 PRINT "GIVE NAME OF ARTIST, OF "CHR$(34)*"CHR$(34," FOR PREVIOUS "
1190 REM (BLACK)
1192 PRINT "ARTIST "
1200 INPUT T8

```


14 PROGRAMS

```

2230 PRINT "RM - VIEW DATA"
2235 REM # EACH LINE STARTS WITH (CPRP DOWN)
2240 PRINT "M2 - DELETE DATA ITEM"
2250 PRINT "M3 - INSERT DATA ITEM"
2260 PRINT "M4 - SHAP DATA ITEM"
2270 PRINT "M5 - SAVE NEW DATA FILE"
2280 PRINT "M6 - RETURN TO MAIN MENU"
2285 REM (2 CPRP DOWN)
2290 PRINT "WHICH DO YOU WANT (1-6) ?"
2300 GET A: A=VAL(A$): IF A<1 OR A>6 THEN 2380
2310 ON A GOTO 2310, 2330, 2350, 2370, 2410, 100
2320 REM (2 CPRP DOWN) (CPRP LEFT)
2330 PRINT "WHICH ITEM - 1 -> C "M" " INPUT I
2340 IF K<1 OR I>C THEN PRINT "M GOTO 140
2350 ON A-1 GOTO 2360, 2370, 2380
2360 REM *** DELETE ITEM ***
2365 FOR I=0 TO C: B(I)=B(I)+1: NEXT I: (=C-1 GOTO 2380
2370 REM *** INSERT ITEM ***
2375 FOR I=C TO Y STEP -1: B(I)+1=B(I)+1: NEXT I: (=C+1
2380 REM (CPRP DOWN)
2385 INPUT "NEW ITEM "B(I):
2390 IF LEN(B(I))>73 THEN PRINT "M GOTO 2380
2400 GOTO 2330
2405 REM *** SAVING ROUTINE ***
2410 REM (2 CPRP DOWN)
2415 PRINT "MESSAGING " PT
2420 OPEN 1:0:15:"M" FOR CLOSE 1
2430 OPEN 1:0:3:"PS" S.W
2440 FOR I=1 TO C: PRINT#1 B(I): NEXT I: CLOSE 1
2445 REM (2 CPRP DOWN)
2450 PRINT "MESSAGING COMPLETE"
2455 REM (CPRP DOWN) (PVS ON) (PVS OFF)
2460 PRINT "PRESS 8 SPACE # TO CONTINUE "
2470 GET A: IF A<=" " THEN 2470
2480 GOTO 100
2490 REM *** DISK ERROR MESSAGING ***
2500 CLOSE 1: CLOSE 2: CLOSE 3: CLOSE 4: CLOSE 5
2510 OPEN 1:0:15:"10" CLOSE 1
2520 REM (4 CPRP DOWN) (PVS)
2530 PRINT "UNRECOGNIZED FILE NOT FOUND ON DISK !"
2540 REM (CPRP DOWN) (PVS ON) (PVS OFF)
2545 PRINT "PRESS 8 SPACE # TO CONTINUE "
2550 GET A: IF A<=" " THEN 2550
2560 GOTO 100
2570 REM *** EXIT PROGRAM ***
2580 REM (CPRP DOWN)
2590 PRINT "XXXXXXXXXXXXXXXXXXXX" END

```

• Part 2 of John Murray's Tape Hier will be in next week's issue of Home Computing Weekly

Beach-Head £9.95

US Gold, Unit 31, Tappan Trading Ltd, Stonefield Rd, Tappan, W Mids MK4 9AH

The object is to manoeuvre your ship elements to land where you will encounter such tables to destroy the mighty Goliath Goliath-Lee. On your way you must go through six segments of sea-level obstacles.

The first is an aerial reconnaissance spot at which you see a map. You must decide how you will start the game. You may go into enemy hands to see the shore layout and take the enemy off guard.

The battles manage for you providing your ship guns with which to destroy the enemy. The game is quite hard but

enjoyed the next level and more. Sequence shown is in 3D. You must shoot enemy vessels and in the following level must battle ships. A report is given after each shot.

Seven fire a beach-head. For each shot you have left you go two backwards. These instructions to level through the defence system before blowing up Goliath-Lee on screen. The winner, least than you need a few weeks to succeed.

The game looks perfectly and makes very good use of your computer's graphics and sound abilities.

authorship	40%
playability	90%
graphics	90%
value for money	85%

★★★★★

Triple Tournament £7.95

Terminal, 28 Church Lane, Peterborough, Northants MK43 1LJ

With arcade/adventure game appearing in the charts, Terminal is coping with a flood of new arcade games.

At the start you only select one life per game and play all three games or have all three lives on the game of your choice.

The first game is a running 'shoot a cat' similar to one of the early arcade machines which scored the video game over a few years ago.

The second game is Space Lane & involves keeping your spaceship on a path and collecting points as you go. The

third game is a strategic and not too interesting.

The last game is a strategy on the high sea. The object is to shoot and destroy various planets which tend to crash over your ship.

The graphics are good but not very good. General quality is average. I won't work it all because it is better than other games although there is plenty of action for action junkies. No instructions were supplied.

Once you have finished playing you get a breakdown of your scores for each life.

authorship	30%
playability	50%
graphics	40%
value for money	50%

★★★★

Frantic Freddie Disc £12.95

Adware, PO Box 2, Barking, Essex

If the adventure world game are tired of those run in flight, adventure requires also chess-like points, it is just a chess board.

While the thing isn't really changed, the simulation is superb. It plays dozens of a number of puzzles based on telegraph poles. On these levels are located some of gold.

Two control Freddie, whose aim is to collect the lost telegraph, they are parked in the middle of the ground. This makes each have a different method of finding Freddie's way.

Each screen has different scenes including large forests, rivers and some night time. All these come you then have you call the telegraph, from the ground with a shot which causes the whole scene to shake.

Between screens, there's a map, an inventory and a performance. The quality and design of the characters and the simulation is excellent. Each screen is accompanied by a very richly patterned set of maps.

The game is especially addictive and will keep you hooked for hours. I feel it is personal. £12.95 would be worth the mark. Try a game worth a try.

authorship	90%
playability	90%
graphics	90%
value for money	85%

★★★★★

Games for hard-line addicts

Here's a batch of games that will keep you glued to your computer for hours. Our panel has sweated it out first — see what they think

Aqueduct £7

Interpretix Media, Udon Nis, The Grove, Tafton, Here

Interpretix is really improving its standards of software. This is a really good example of what a new product.

The game is based upon guiding your submarine around the coast of Sicily. There are many obstacles, but nothing strikes me and other elements is to keep you challenged, your screen lights

to see the all the stars before

This game is very hard. He has seen it is very difficult. There you have you through a level, you automatically travel

on your screen level of you go £100.

A new feature of the game is that you can decide how many lives you wish to begin with. Some being the maximum and some the minimum.

The graphics stand out of the first surface is beautiful. They have been captured in very well and some to be those first it they travel in all four directions.

For anyone who likes a challenge, this is a game. I recommend you try it, although it is not a very fast game, it is a very good.

authorship	80%
playability	100%
graphics	100%
value for money	80%

★★★★★

ACOS + £8.95

Anticore Music, 10 Trafalgar, London SW10

ACOS stands for Advanced Computer Operating System. Although Acos claims ACOS gives a variety to be operated in a 3D mode.

However, ACOS is really a computerised version of what we already, it is more difficult to enter, program, edit, play, save, download, save and live forward in a program. I think it is a good idea, but I don't think it is a very good idea, and a very good idea is not the best.

The game is a 3D ACOS. ACOS is for personal, and some of the features are needed, you can program, record, edit, save, and play. The game is a 3D ACOS. ACOS is for personal, and some of the features are needed, you can program, record, edit, save, and play.

Monday has all the games, but don't let ACOS be a game. It is a very good game. ACOS is for personal, and some of the features are needed, you can program, record, edit, save, and play. The game is a 3D ACOS. ACOS is for personal, and some of the features are needed, you can program, record, edit, save, and play.

ACOS has a very good game, but don't let ACOS be a game. It is a very good game. ACOS is for personal, and some of the features are needed, you can program, record, edit, save, and play. The game is a 3D ACOS. ACOS is for personal, and some of the features are needed, you can program, record, edit, save, and play.

ACOS has a very good game, but don't let ACOS be a game. It is a very good game. ACOS is for personal, and some of the features are needed, you can program, record, edit, save, and play. The game is a 3D ACOS. ACOS is for personal, and some of the features are needed, you can program, record, edit, save, and play.

authorship	70%
playability	70%
graphics	70%
value for money	70%

★★★★

Deter alien planet Earth

Save the universe from invading hostile aggressors in this space game by James Crosby



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```



Zoom into space and fight off alien attackers. You act at the controls of a spaceship and you must first get past Earth's magnetic defences to ward off hostile forces.

Once you are outside the forcefield which protects Earth, you launch straight into battle with alien invaders. You have a time limit on your task and you must strive to accomplish it and save the universal!

You have three lives and the highest score will be recorded.

There are two screens. In the first part the laser taps, just making a noise, but in the second part, it fires missiles, so an effort to defeat the evil forces trying to conquer planet Earth.

This program uses DEBC (VMS) instead of KEYS, since it needs the keyboard qualifier. In the second part of the game, your spaceship moves vertically along the side of the screen.

Variables

10-70 variables, launch in program and instructions, on screen options
 100-110 play platform and ship
 120-130 play earth's defences
 140-150 move ship
 160-170 check screen and score
 180-190 second screen
 200-210 play ship and alien
 220-230 fire laser, check if alien is hit
 240-250 too alien, score
 260-270 credit, new game
 280-290 position platform, on screen options
 300-310 instructions, turn

When an instruction FORK loads 004.00 enables key click and cursor off
 CALLDEF (name) HPA given to screen editor
 DEBC (VMS) reads keyboard and can be replaced by KEYS, KKEYS
 DEBCY checks when to do screen
 FLPT can be replaced by PRINT AT
 PAPERANS are screen colours

Variables

First screen
 004.00 position of ship
 004.000 launch platform
 000.000 launch instructions

Second screen

000.00 play ship
 00.00 position of ship
 0.00 random position of alien
 00.00 enemy position

Both screens

10 lives
 11 score
 00.00 new game
 00.00 high score
 000.00 move ship

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- | | |
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| 3 1000 | Alligata 11 |
| 4 Demolition | Commodore 10 |
| 5 Predator | Reptile 11 |
| 6 Division | SuprByte 14 |
| 7 Trashman | Quicksilver 10 |
| 8 Son of Elggar | Juligata 11 |
| 10 Trashman | New Generation 11 |

NON-ARCADE

- | | |
|---------------------|---------------------|
| 1 Magic | Millbourne House 10 |
| 2 Flight Man 70 | Amiga 10 |
| 3 Spinnin Adventure | Acornsoft 11 |
| 4 Lords of Midnight | Beyond 10 |
| 5 Macmillan | Commodore 10 |
| 6 The Inferno | 8 Chapter 10 |
| 7 Ashes | Legend 11 |
| 8 Solo Flight | US Gold 10 |
| 9 The Fall of Rome | APS 10 |
| 10 Demolition | Commodore 10 |

Compiled with the assistance of Britain's leading software distributors, including: Pinnacles, SDL, PCE, Webster's, PCS and Software Centre.

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- | | |
|-----------------|-------------------|
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| 2 Beach Head | US Gold 13 |
| 3 1000 | Alligata 11 |
| 4 Demolition | Commodore 10 |
| 5 Predator | Reptile 11 |
| 6 Division | SuprByte 14 |
| 7 Trashman | Quicksilver 10 |
| 8 Son of Elggar | Juligata 11 |
| 10 Trashman | New Generation 11 |

COM/MODORE 64

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|-----------------|-------------------|
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| 2 Beach Head | US Gold 13 |
| 3 1000 | Alligata 11 |
| 4 Demolition | Commodore 10 |
| 5 Predator | Reptile 11 |
| 6 Division | SuprByte 14 |
| 7 Trashman | Quicksilver 10 |
| 8 Son of Elggar | Juligata 11 |
| 10 Trashman | New Generation 11 |

DRAGON 32

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| 2 Beach Head | US Gold 13 |
| 3 1000 | Alligata 11 |
| 4 Demolition | Commodore 10 |
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| 6 Division | SuprByte 14 |
| 7 Trashman | Quicksilver 10 |
| 8 Son of Elggar | Juligata 11 |
| 10 Trashman | New Generation 11 |

Compiled by W. H. Smith and Webster's. Figures in brackets are last week's positions.

VIC-20

- | | |
|-----------------|-------------------|
| 1 Saboteur | Ultimate 11 |
| 2 Beach Head | US Gold 13 |
| 3 1000 | Alligata 11 |
| 4 Demolition | Commodore 10 |
| 5 Predator | Reptile 11 |
| 6 Division | SuprByte 14 |
| 7 Trashman | Quicksilver 10 |
| 8 Son of Elggar | Juligata 11 |
| 10 Trashman | New Generation 11 |

BBC

- | | |
|-----------------|-------------------|
| 1 Saboteur | Ultimate 11 |
| 2 Beach Head | US Gold 13 |
| 3 1000 | Alligata 11 |
| 4 Demolition | Commodore 10 |
| 5 Predator | Reptile 11 |
| 6 Division | SuprByte 14 |
| 7 Trashman | Quicksilver 10 |
| 8 Son of Elggar | Juligata 11 |
| 10 Trashman | New Generation 11 |

ZX81

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|-----------------|-------------------|
| 1 Saboteur | Ultimate 11 |
| 2 Beach Head | US Gold 13 |
| 3 1000 | Alligata 11 |
| 4 Demolition | Commodore 10 |
| 5 Predator | Reptile 11 |
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